

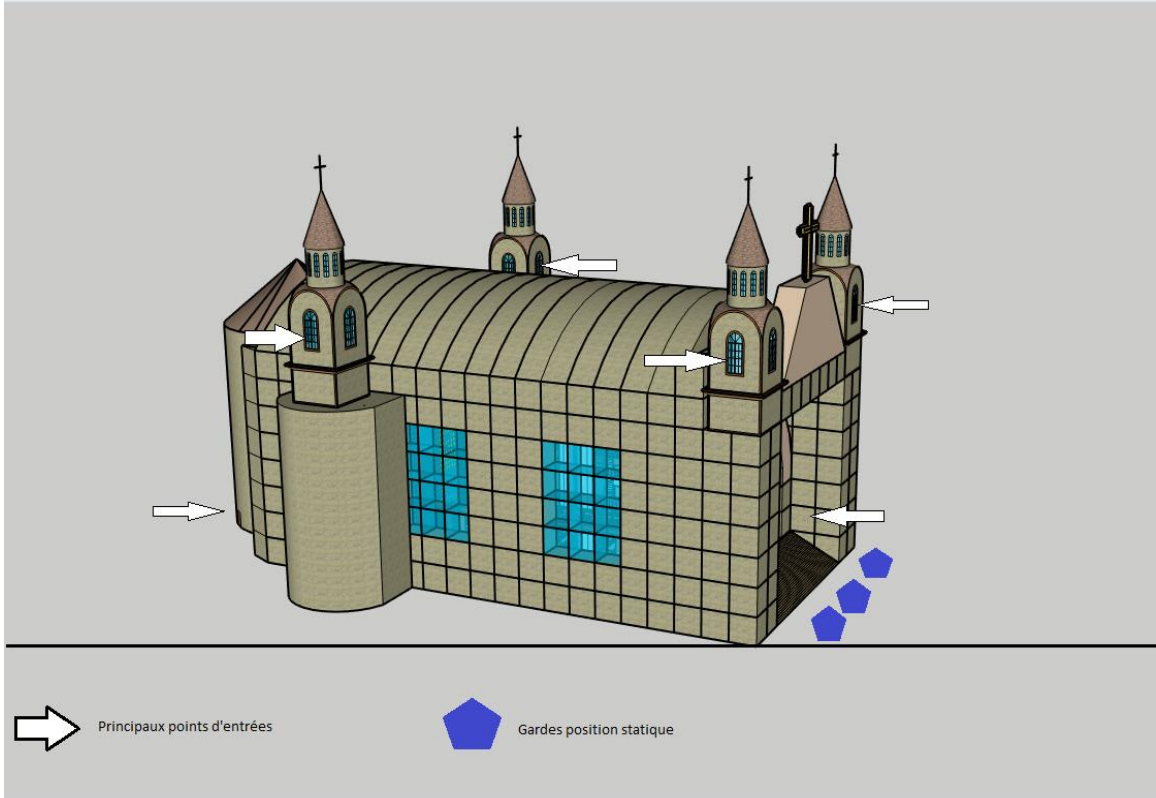
Wroclaw's evacuation

Intentions

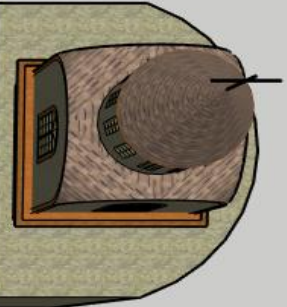
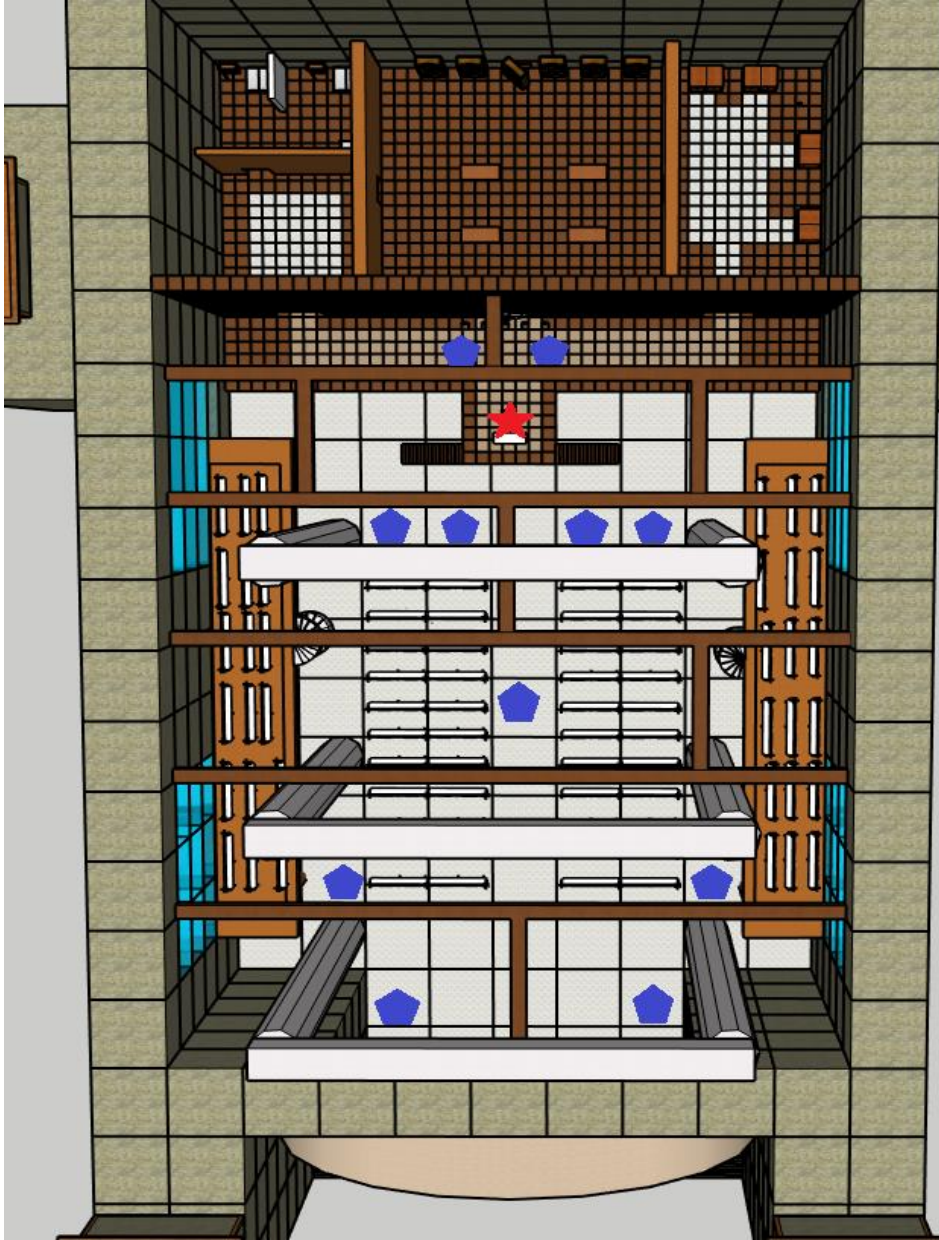
Wroclaw being the next target of the mongol invaders, the player has to eliminate the second in command to the king. At this point, the king will come back to his senses and evacuate the city. The player will have to infiltrate or attack the church where the king is holding a speech to kill his second in command. The mission was planned so that the player may choose his approach based on his character's build (warrior, hunter, assassin). The 360 design and the open world environment provides multiple entry points and opportunities to succeed. Guards around the area makes it difficult for the player to get through easily, so he will have to cleverly use game mechanics to sneak or push his way in.



Synopsis

At the beginning of the mission, the villagers are nervous about the Mongolian push happening in their territory. But the king of the city seems in no rush to evacuate. It's because of his second in command telling him that there is nothing to worry about. It is because he is in fact a templar, allied to the mongolians, trying to help them capture the city to further strengthen the templar's grasp on the region. After killing the second, the king is informed by the player's avatar through a cutscene that the mongolians are indeed at the doorstep of the city and that everyone should flee, Gengis Khan's army being too powerful for them to stand a chance.







-  Cible à tuer pour la mission
-  Gardes